The following listing of claims will replace all prior versions, and listings, of claims in the application:

1.   (Currently Amended) A game apparatus comprising:

an image generation section for generating a space image of an object space, viewed from a virtual camera;

a blurring section for blurring an object first image of a predetermined object of objects in the object space, according to a distance from a predetermined position to the predetermined object in the object space, to generate a blurred object second image, wherein the predetermined object comprises an objective target having at least one target surface that expresses a target of the predetermined object, and an objective foundation that expresses a foundation of the target according to a background of the predetermined object, and wherein the blurring section blurs an image of the objective target to bringsuch that an image of the objective foundation is brought into view; and

an execution section for executing a predetermined game by displaying the space image including the blurred object second image on a display section.

2.   (Canceled)

3.   (Original) A game apparatus as claimed in claim 1,

wherein the predetermined object the object first image of which is blurred by the blurring section is determined from the objects in the object space, according to a progress of the predetermined game executed by the execution section.

4.   (Original) A game apparatus as claimed in claim 1,

wherein the predetermined position is a location of the virtual camera.

5.   (Original) A game apparatus as claimed in claim 4,

wherein the blurring section blurs the object first image of the predetermined object, according to a sight line angle of the virtual camera to the predetermined object.

-2-

6.   (Currently Amended) A game apparatus as claimed in claim 1, further

comprising:

a setting section for setting a fixation point ~~as the predetermined position,~~that is a

position on which a game player is to focus in the object space, according to a progress of the

predetermined game executed by the execution section; and

_____a section for taking the fixation point set by the setting section as the predetermined

position.

7.   (Original) A game apparatus as claimed in claim 1,

wherein the predetermined game is a racing game, and

the blurring section blurs an object image on a racing course of the racing game.

8.   (Original) A game apparatus as claimed in claim 1,

wherein the blurring section blurs an object image of an object processed by an anti-

aliasing, a mip mapping or a level of detail processing, of the objects in the object space.

9.   (Original) A game apparatus as claimed in claim 1,

wherein the blurring section carries out an image composition processing to the

predetermined object as a transparency of the predetermined object is changed.

10.   (Currently Amended) A game apparatus comprising:

an image generation section for generating a space image of an object space, viewed

from a virtual camera;

a blurring section for blurring an object first image of a predetermined object of

objects in the object space, according to a distance from a predetermined position to the

predetermined object in the object space, to generate a blurred object second image; and

an execution section for executing a predetermined game by displaying the space

image including the blurred object second image on a display section;

wherein the predetermined object comprises a first object that expresses a foundation and a second object that expresses a surface layer having at least one surface on the first object; and

the blurring section blurs the second object ~~to bring~~such that the first object is brought into view.

11.   (Currently Amended) A storage medium having a computer-executable program recorded thereon, wherein the program comprises:

instructions for generating a space image of an object space, viewed from a virtual camera;

instructions for blurring an object first image of a predetermined object of objects in the object space, according to a distance from a predetermined position to the predetermined object in the object space, to generate a blurred object second image;

instructions for expressing a target of the predetermined object;

instructions for expressing a foundation of the target, according to a background of the predetermined object;

instructions for expressing the predetermined object having the target and the foundation;

instructions for blurring an image of the target ~~to bring~~and bringing an image of the foundation into view; and

instructions for ~~of~~ executing a predetermined game by displaying the space image including the blurred object second image on a display section.

12.   (Canceled)

13.   (Previously Presented) A storage medium having a computer-executable program recorded thereon, as claimed in claim 11, wherein the program further comprises:

instructions for determining the predetermined object the object first image of which is blurred from the objects in the object space, according to a progress of the predetermined game.

14.   (Previously Presented) A storage medium having a computer-executable program recorded thereon, as claimed in claim 11, wherein the program further comprises:

instructions for setting a location of the virtual camera as the predetermined position.

15.   (Previously Presented) A storage medium having a computer-executable program recorded thereon, as claimed in claim 14, wherein the program further comprises:

instructions for blurring the object first image of the predetermined object, according to a sight line angle of the virtual camera to the predetermined object.

16.   (Currently Amended) A storage medium having a computer-executable program recorded thereon, as claimed in claim 11, wherein the program further comprises:

instructions for setting a fixation point ~~as the predetermined position,~~that is a position on which a game player is to focus in the object space, according to a progress of the predetermined game; and

instructions for taking the set fixation point as the predetermined position.

17.   (Previously Presented) A storage medium having a computer-executable program recorded thereon, as claimed in claim 11, wherein the program further comprises:

instructions for blurring an object image on a racing course of a racing game as the predetermined game.

18.   (Previously Presented) A storage medium having a computer-executable program recorded thereon, as claimed in claim 11, wherein the program further comprises:

instructions for blurring an object image of an object processed by an anti-aliasing, a mip mapping or a level of detail processing, of the objects in the object space.

19.   (Previously Presented) A storage medium having a computer-executable program recorded thereon, as claimed in claim 11, wherein the program further comprises:

instructions for carrying out an image composition processing to the predetermined object as a transparency of the predetermined object is changed.

20.   (Currently Amended) A storage medium having a computer-executable program recorded thereon, wherein the program further comprises:

instructions for generating a space image of an object space, viewed from a virtual camera;

instructions for blurring an object first image of a predetermined object of objects in the object space, according to a distance from a predetermined position to the predetermined object in the object space, to generate a blurred object second image;

instructions for expressing a foundation of the predetermined object;

instructions for expressing a surface layer having at least one surface on the foundation, of the predetermined object;

instructions for expressing the predetermined object having the foundation and the surface layer;

instructions for blurring the surface layer to bringand bringing the foundation into view; and

instructions for executing a predetermined game by displaying the space image including the blurred object second image on a display section.

21.   (Currently Amended) A computer program stored on a computer-readable storage medium, the computer program comprising instructions for performing the steps of:

generating a space image of an object space, viewed from a virtual camera;

blurring an object first image of a predetermined object of objects in the object space, according to a distance from a predetermined position to the predetermined object in the object space, to generate a blurred object second image;

expressing a target of the predetermined object;

expressing a foundation of the target, according to a background of the predetermined object;

expressing the predetermined object having the target and the foundation;

blurring an image of the target to bringand bringing an image of the foundation into view; and

executing a predetermined game by displaying the space image including the blurred object second image on a display section.

22.   (Canceled)

23.   (Previously Presented) A computer program as claimed in claim 21, further comprising instructions for performing the step of: determining the predetermined object the object first image of which is blurred from the objects in the object space, according to a progress of the predetermined game.

24.   (Previously Presented) A computer program as claimed in claim 21, further comprising instructions for performing the step of: setting a location of the virtual camera as the predetermined position.

25.   (Previously Presented) A computer program as claimed in claim 24, further comprising instructions for performing the step of: blurring the object first image of the predetermined object, according to a sight line angle of the virtual camera to the predetermined object.

26.   (Currently Amended) A computer program as claimed in claim 21, further comprising instructions for performing the step of: setting a fixation point as the

~~predetermined position,~~ that is a position on which a game player is to focus in the object space, according to a progress of the predetermined game; and taking the set fixation point as the predetermined position.

27.   (Previously Presented) A computer program as claimed in claim 21, further comprising instructions for performing the step of: blurring an object image of a racing course on a racing game as the predetermined game.

28.   (Previously Presented) A computer program as claimed in claim 21, further comprising instructions for performing the step of: blurring an object image of an object processed by an anti-aliasing, a mip mapping or a level of detail processing, of the objects in the object space.

29.   (Previously Presented) A computer program as claimed in claim 21, further comprising instructions for performing the step of: carrying out an image composition processing to the predetermined object as a transparency of the predetermined object is changed.

30.   (Currently Amended) A computer program stored on a computer-readable storage medium, the computer program comprising instructions for performing the steps of:

generating a space image of an object space, viewed from a virtual camera;

blurring an object first image of a predetermined object of objects in the object space, according to a distance from a predetermined position to the predetermined object in the object space, to generate a blurred object second image;

expressing a foundation of the predetermined object;

expressing a surface layer having at least one surface on the foundation, of the predetermined object;

expressing the predetermined object having the foundation and the surface layer;

blurring the surface layer ~~to bring~~ and bringing the foundation into view; and

-8-

executing a predetermined game by displaying the space image including the blurred

object second image on a display section.